MAX LECTER

image

203

$2.99 US

SPAWN®

Todd McFarlane and Image Comics Present

Todd McFarlane and Will Carlton
Plot

WILL CARLTON
WRITER

SZYMON KUDRANSKI
ARTIST

FCO PLASCENCIA
COLOR

TOM ORZECHOWSKI
LETTERING

JON GOFF
Additional Scripting

SZYMON KUDRANSKI
Cover Artist

Todd McFarlane
Editor

Nax Lecter
Traducción
y
Maquetas

PREVIOUSLY IN *SPAWN*

After healing a terminally crippled child, Jim's celebrity status skyrockets, and his career as a modern day messiah begins.

Across town, Twitch remains at Sam's bedside as he struggles with his failing health. Feeling responsible for the mishap, Twitch recruits Detective Rowand to investigate the supernatural elements linked to Sam's condition. Detective Rowand reveals his suspicions about Jim's involvement in the confusing chain of events leading up to Sam's heart attack. A nurse, who's not who she appears to be, puts Sam's life at an even greater risk.

Taking on the arduous role as Jim's manager, Marc works tirelessly to secure countless interviews at the expense of time with his girlfriend, Susan. Neglected, Susan finds comfort in Jim's arms — and bed.

Due to his newfound celebrity status, Jim is asked to become spokesperson for a high-powered New York corporation, but bails when he finds Bludd at the helm of the organization. An altercation ensues, and Jim leaves with a briefcase, said to have information about his past inside. After the less than positive exchange, Bludd and Clown evaluate the level at which they can control Jim.

Jim reviews the sparse contents of the briefcase to discover only one piece to his puzzled past — he's married.

image

TODD McFARLANE PRODUCTIONS

SPAWN.COM

Spawn #203. February 2011. First Printing. Published by IMAGE COMICS, 2134 Allston Way, Second Floor, Berkeley, CA 94704. $2.99 USA $3.00 CAN. Spawn, its logo and its symbol are registered trademarks © 2011 Todd McFarlane Productions, Inc. All other related characters are TM and © 2011 Todd McFarlane Productions, Inc. All rights reserved. The characters, events and stories in this publication are entirely fictional. With exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Todd McFarlane Productions, Inc. For information regarding the CPSIA on this printed material call: 203-595-3636 and provide reference #EAST - 71291.

Managing Editor
Jen Cassidy

Art Director
Ben Timmreck

Production Artist
Joe Ferstl

Publisher for Image Comics
Eric Stephenson

NO PUEDE SER.

of your curiosities, we
sage. We have your wife, and if you
ou'll follow our next set of instructions carefu
vered when deemed appropriate.

go to the authorities. Foolish law enforceme
hat you're up against. Don't underestimate
er, Mr. Downing. She's not guaranteed safe

wife

¿QUIÉN ME ESTA HACIENDO ESTO?

KNOCK KNOCK

¿SUSAN?

HEY JIM...

QUERÍA QUE SEPAS-- QUE MARC SALIÓ ESTA TARDE, QUIERO DECIR, QUE ESTAREMOS SOLOS TODA LA NOCHE.

LO ESPERABA CON ANSIAS, ¿QUÉ HAY DE TI?

NO LO CREO, MEJOR NO. NO ESTA NOCHE.

SOLO QUIERO ESTAR SOLO.

¿SEGURO? PUEDO VOLVER MÁS TARDE.

ESTOY SEGURO. AHORA POR FAVOR-- VETE.

KNOCK KNOCK

MALDITA SEA, SUSAN...

¡¡DIJE QUE NO LO HAREMOS DE NUEVO!!

¿eh?

¿HACER QUÉ?

NADA. OLVÍDALO.

¿QUÉ QUIERES?

ES SARA-- ESTÁ AL TELÉFONO. SUENA TERRIBLE.

HEY, SARA-- ¿QUÉ PASÓ?

¡WOW! TRANQUILA-- ¡MÁS DESPACIO! TOMA UN RESPIRO Y DIME QUÉ ESTÁ PASANDO.

¡¿QUÉ?!

¿DESDE CUANDO? MIRA, OLVÍDALO... SOLO DIME DONDE TE ENCUENTRAS.

EN--DÉJAME VER--EN LA DIECISIETE Y BROADWAY. DEL LADO ESTE DE LA CALLE. EN ESA PEQUEÑA CONFITERÍA LLAMADA LEONARDO'S. COMIMOS UNA VEZ AQUÍ ¿RECUERDAS?

ESE MISMO. ¡APRESÚRATE... POR FAVOR! NO SÉ LO QUE HARÁN. SIGUEN GRITANDO QUE SOY TU NOVIA O ALGO POR EL ESTILO. QUIEREN SABER EN DÓNDE ESTÁS TÚ O SI YO SÉ CÓMO FUNCIONAN TUS PODERES. ¡QUIERO DECIR CUALQUIER COSA! ¡ELLOS QUIEREN CUALQUIER COSA!

¡ESTOY ASUSTADA, JIM! NO SÉ... YO--YO NUNCA PASÉ POR ALGO COMO ESTO. ¿QUÉ DEBERÍA HACER? ¿CÓMO LOS DETENGO? ¿CÓMO HAGO QUE SE VAYAN?

¡Y SIGUEN AQUÍ AFUERA ESPERANDO! AL PRINCIPIO HABÍA SOLO UN PAR, CUANDO EMPEZARON A SEGUIRME--NO SÉ CUANTOS HAY AHORA--TAL VEZ UNA DOCENA O DOS Y SE AMONTONAN EN LA VENTANA Y SACAN FOTOS... SON COMO SABUESOS ¡SOLO SACAN Y SACAN FOTOS!

¡NO TE MUEVAS DE AHÍ POR NADA!

¡ESTARÉ ALLÍ TANPRONTO COMO PUEDA!

¿QUÉ LE PASÓ? ¿ESTÁ BIEN?

¿QUIERES AYUDAR? ¡USA TUS HABILIDADES DEL REPORTERO Y ENCUENTRA A ESTA MUJER!

¿QUIÉN ES?

MI MUJER.

Minsk, Belarus.

САНАТОРИЙ

<VICTOR, DESPIERTA.>*

<ESTOY AQUÍ.>

<¿eh?>

*traducido del ruso.

<HA LLEGADO LA HORA. ¿TODAVÍA ME RECONOCES?>

<¿AMO...?>

<SI.>

<TU CORAZA ES MUY--ES MUY *DIFERENTE.*>

<DI MI NOMBRE.>

<MALEBOLGIA...>

<REDENTOR DE LA OSCURIDAD>

<SABES PORQUE ESTOY AQUÍ.>

<QUIERES RECUPERAR-LO>

<SI.>

<NO ESTOY LISTO, AMO... NO AÚN. TE LO RUEGO... DÉJAME CONSERVARLO-- SOLO UN POCO MÁS.>

<POR FAVOR... TODAVÍA NECESITO DE SU ABRAZO>

<NO PUEDES CONSER-VARLO>

<PERO HAS SERVIDO AL PROPÓSITO QUE TE DI, Y UN DÍA SERÁS RECOMPENSADO POR TU LEALTAD. PERO AHORA--HE SIDO DESCUBIERTO ¿COMPRENDES? MI PRESENCIA ES CONOCIDA POR MIS ENEMIGOS. ASÍ QUE TU Y TUS OTROS HERMANOS-- LOS GUARDIANES DE *MI LLAMA*-- DEBEN DEVOLVERME LO QUE ES MÍO.>

<ESTOY CANSADO DE VIVIR EN EL CUERPO DE FREAK.>*

<Y YA ES HORA...>

*Número ZOO-- Todd.

AAAAAGGGGHHH

DE VOLVER!!

AAAAAAHHHHHHHHHHHH

HEY-- DÉJAME TOMARTE UNA FOTO

ES EXTRAÑO QUE NO SE VAYA.

QUIZÁ LE GUSTA. Y QUIERE SER UNA DIVA.

¡HEY! NENA-- POR ACÁ.

Malditos buitres.

SEÑORA. ¿SEGURA QUE NO QUIERE SENTARSE LEJOS DE LA VENTANA?

NO. ÉL ME DIJO QUE ME QUEDARA DONDE ESTOY.

SOLO ME PREGUNTABA-- QUE TAL VEZ DE ESA MANERA NO LA MOLESTARÍAN TANTO. ESTOS TIPOS PUEDEN...

¡HEY!

¡CABEZA-HUECA!

¡LES DIJE QUE SE QUEDEN AFUERA!

ME ESTÁS ESCUCHANDO-- ¿O TENGO QUE PARTIRTE LA CARA?

¡¿CAPISCE?!

¡TRANQUILO, ABUELO! SON SOLO UNOS SEGUNDOS.

¡VETE ANTES DE QUE SAQUE MI ARMA!

SEÑORITA-- ODIO HACER ESTO-- PERO VOY A TENER QUE PEDIRLE QUE SE VAYA...

NO PUEDO LIDIAR CON ESTO. UD. ESTÁ AHUYENTANDO A MIS CLIENTES.

LO SIENTO.

POR FAVOR... DEME UNOS MINUTOS MÁS, YA VIENEN A BUSCARME, SE LO JURO.

NO PUEDO SALIR... NO AHORA.

NO SOLA.

NO ESTÁS SOLA.

¡¡JIM!! ERES TÚ-- ¡¡ESTÁS AQUÍ!! ¡LES DIJE QUE VENDRÍAS!

¿CONOCE A ESTE TIPO?

¡SÍ! ¡POR SUPUESTO! POR ÉL ESTÁN TODOS AQUÍ-- LOS CAMARÓGRAFOS!

¿Y QUE LO HACE TAN ESPECIAL?

¡NO LO CONOCES? ESTUVO EN T.V. Y AYUDÓ A ESE NIÑO... Y...

¡OH, JIM!

ESTOY TAN CONTENTA DE QUE ESTÉS AQUÍ. GRACIAS. GRACIAS.

ESTÁ BIEN. TODO VA A ESTAR BIEN, SARA.

AMIGOS... ¿ES QUIEN YO CREO QUE ES...?

ÉL ACABA DE SALVARNOS LA NOCHE.

PERFECTO.

¿LISTA PARA SALIR?

CREO QUE SÍ.

BIEN. ENTONCES SÍGUEME.

ESTÁ DESPEJADO. TU VEN DETRÁS MÍO.

¿PIENSAS QUE REGRESARÁN?

¿HAY OTRA SALIDA?

TOMMY-- ¡POR ACÁ!

SIGUE CAMINANDO. NO FRENES.

¿CÓMO ES SALIR CON JESÚS?

DURANTE EL SEXO, ÉL TE HACE DECIRLE, "¡OH, DIOS!"?

¡¡USTEDES!!

¡¡TODOS USTEDES!!

¡DEBERÍA DARLES VERGÜENZA! ¡TRATAR A LA GENTE DE ESTA MANERA!

¡SARA NO!

ATRAERÁS A LOS OTROS. SOLO MUÉVETE.

clik clik clik

¿CÓMO PUEDEN SER TAN CRUELES?

ESCÚCHALOS.

IGNÓRALOS. NO LOS ESCUCHES.

ESO INTENTO.

¡ESTÁ BIEN! ¡YA BASTA! ¡DÉJANOS PASAR!

YO DIGO QUE LO AGA-RREMOS--

CUANDO SE ALEJE DE LA MULTITUD--LO DESTRUIMOS Y LISTO, TERMI-NAMOS.

¿CUÁL ES TU PRISA?

NINGUNA. ¿PERO POR QUÉ ESPE-RAR?

PORQUE ESTO NO ES UN JUEGO, SE SUPONE QUE LO OBSERVE-MOS PRIMERO, Y LUEGO-- CUANDO SEA EL MOMENTO Y ESTÉ SOLO-- ¡LO ATACAMOS!

ESAS SON LAS NUEVAS REGLAS, ¿RECUERDAS? TENEMOS QUE MEZCLARNOS, INMIS-CUIRNOS ENTRE LA GENTE DE LA ZONA-- NO LLAMAR LA ATENCIÓN DE TODO EL MUNDO.

Y, ESTE TIPO TIENE QUE SER MÁS DE LO QUE PARECE, PORQUE DE OTRO MODO NO NOS HUBIERAN LLAMADO A NOSOTROS.

¿TENGO RAZÓN, BERNIE-- O TENGO RAZÓN?

TIENES RAZÓN.

SIGUES TAN ARROGANTE COMO SIEMPRE, ELI

¿QUE ESTÁS HACIENDO AQUÍ, CLOWN?

PROTEGIENDO MI INVERSIÓN.

SLLRRP

BLUDD PROMETIÓ QUE NADIE INTERFERIRÍA EN ESTO.

ÉL HABLABA DE AJENOS-- YO ESTOY DENTRO.

DE TODOS MODOS, ES BUENO VERLOS DE NUEVO NIÑOS. ¿CUÁNTO HA PASADO? DOS MIL AÑOS, UNA DÉCADA MENOS UNA DÉCADA MÁS.

SOMOS INDEPENDIENTES AHORA.

LO SABÍA.

PERO COMO USTEDES SABEN, EL ACTUAL CAMPO DE BATALLA AQUÍ EN LA TIERRA ESTÁ ABARROTADO-- Y TENDRÁN QUE CONFIAR EN MI PALABRA CUANDO LES DIGO QUE-- LA GUERRA QUE LUCHAMOS ESTÁ LLEGANDO A SU FIN. Y QUIERE DECIR QUE ALGUIEN ESTÁ POR SER EL TAJANTE **GANADOR.**

Y SIGO PREGUNTÁNDOME...

¿POR QUÉ NO NOSOTROS?

MIENTRAS TODOS LOS DEMÁS SE SIGUEN PELEANDO ENTRE ELLOS-- ROMPIÉNDOSE EN FACCIONES MÁS Y MÁS PEQUEÑAS-- CUALQUIERA QUE ESTÉ CAPACITADO PARA ORGANIZAR SU EJÉRCITO Y ENFOCARLO, TENDRÁ LA MEJOR POSICIÓN PARA GANAR.

CIELO. CINFIERNO. TIERRA. TODOS CAERÁN ANTE NUESTRO PODER.

¿DE QUÉ HABLAS, VIEJO?

¡MI LADO! EL ÚNICO LADO--QUE ESTÁ PREPARADO PARA GANAR.

SU JEFE-- BLUDD-- SE HA UNIDO A MI. ÉL ENTIENDE LO QUE ESTÁ EN PELIGRO.

ÉL NO ES NUESTRO JEFE.

TE DARÍA LA RAZÓN PERO EL HECHO ES QUE-- BLUDD ESTÁ CONMIGO. LO QUE QUIERE DECIR QUE USTEDES ESTÁN CONMIGO, Y--

¡DIJE QUE SOMOS INDEPENDIENTES!

ASÍ QUE NO JODAS CON NOSOTROS.

SOLO ESCÚCHENME BIEN.

YO LOS RESPETO A LOS TRES. ¡SON REALMENTE ESPECIALES! Y LOS ÚLTIMOS QUE QUEDAN DE LA VIEJA GUARDIA-- CON LOS PODERES QUE LES FUERON CONCEDIDOS, CON TODO LO LEGENDARIO QUE TIENEN--

PERO ESTOY AQUÍ PARA ADVERTIRLES-- QUE A CUALQUIER COSA A LA QUE ESTÉN ACOSTUMBRADOS EN SUS ENCARGOS...

MULTIPLÍQUEN-lo POR DIEZ!

PORQUE ESTE NUEVO SPAWN-- ES "ÉL SPAWN". EL TEMA ES QUE ÉL NO SABE LO ESPECIAL QUE ES. NO TODAVÍA, DE TODOS MODOS, ESA IGNORANCIA ES LA VENTAJA MÁS GRANDE QUE LLEVAMOS. Y ESTOY AQUÍ PARA DECIRLES--

QUE NO ME IMPORTA LO QUE HAGAN NUESTROS ENEMIGOS DE AQUÍ EN ADELANTE. SI LLEGAMOS A CONTROLAR EL TRAJE, ESTÁN PERDIDOS, NO IMPORTA A CUANTOS RECLUTEN-- ESE TIPO DE AHÍ ABAJO LOS DESTRUIRÁ A TODOS.

O SEA QUE TÚ Y BLUDD QUIEREN QUE LO ABLANDEMOS.

¿EXACTAMENTE, CÓMO ES QUÉ BLUDD TE LLAMÓ PARA ESTE ENCARGO? NO LO ENTIENDO-- YA QUE ME DIJO QUE QUERÍA HACERLO MUY PROFESIONALMENTE.

LISTO. ENTENDÍ.

¡NO, NO ENTENDISTE! PORQUE NO ESCUCHO EL MIEDO EN TU VOZ.

THUK

ENTIENDE QUE SI VAS CON ESA ACTITUD ARROGANTE, ÉL TE DESTROZARA SIN QUE TE DES CUENTA.

¿Y SI PASA LO CONTRARIO?...

¿Y SI LE PATEAMOS EL CULO A TU ADORABLE HELLSPAWN?

¿YA VEREMOS QUE PASA?, Y NO TE TOMES A MÁL ESTO-- PERO SIN DUDA ALGUNA ESPERO QUE ÉL TE LO PATEE A TI.

PORQUE SI NUESTRO PEQUEÑO SPAWN, ALLÍ ABAJO, ***NO ESTÁ A LA ALTURA*** DEL DESAFÍO QUE REPRESENTAN USTEDES TRES-- VAMOS A TENER PROBLEMAS-- YA QUE LA TORMENTA DE MIERDA QUE ESTÁ POR LLEGAR NOS VA A SALPICAR A TODOS.

ESTÁ ES NUESTRA ÚNICA CHANCE. ¿PUEDO CONTAR CON USTEDES?

SLLRRP

¿Y QUE HAY PARA NOSOTROS?

UNA POSICIÓN CERCA DE MÍ. Y COMPLETA AUTORIDAD SOBRE LOS QUE SE UNAN A MI CAUSA.

SUENA RAZONABLE.

¡BIEN! ENTONCES LO ÚNICO POR LO QUE DEBEN PREOCUPARSE USTEDES TRES ES POR LLEVAR AL SR. DOWNING A SUS LIMITES.

¿CREEN QUE PUEDEN MANEJAR ESTO?

¡AGARRAREMOS A TU NUEVO MUÑECO Y LO HAREMOS PURÉ!

¡ME GUSTA EL OPTIMISMO!

"PERO NO LO SUBESTIMEN-- HASTA DONDE PUEDO DECIR, ÉL ES EL ARMA MAS GRANDE ALGUNA VEZ CONCEBIDA."

ESTO SE ESTÁ SALIENDO DE CONTROL.

HAS QUE SE VAYAN... POR FAVOR... JIM

NO PUEDO.

SON DEMASIADOS.

LAS LUCES. ME DESCOMPONEN.

TENEMOS QUE LLEGAR AL METRO.

AQUÍ, TOMA MI SACO. PÓNTELO EN LA CABEZA.

¡NECESITO ESPACIO! ¡POR FAVOR! PAREN DE APRETAR.

¡ELLA ESTÁ DESCOMPUESTA!

¡MIRA LO QUE ESTÁS HACIENDO! ¡ELLA SE ESTÁ DESMAYANDO!

TE JURO QUE SI LE LLEGA A PASAR ALGO TE VOY A...

SSSS

X2
039

¿QUÉ PASO?
LLAMEN AL 911.
LO EMPUJASTE YO TE VI.
NO LO HICE
ÉL ME ESTABA APRETANDO... INTENTANVA SACAR FOTOS.
¡¿LLAMÓ ALGUIEN 911?!
JIM...
¡NECESITA AYUDA AHORA! ¡ESTÁ SANGRANDO MUCHO! ¡¿HAY UN DOCTOR AQUÍ?!
¿SARA...?
RESPIRACIÓN DÉBIL.PULSACIONES BAJAS
NO LE QUEDA MUCHO.
¡ÉL ESTÁ ENTRANDO EN SHOCK, JIM! ¡VOY A TENER QUE USAR TU SACO!... ¡MANTÉN ALEJADA A LA GENTE!

¡VAMOS, VAMOS! ¡RESPIRA!

¡NO PUEDO PARAR EL SANGRADO! ¡DAME TU REMERA!

PARA QUE NECESITAS MÍ...

¡SOLO DAME TU PUTA REMERA! NECESITO HACER MÁS TORNIQUETES!

clik clik

clik clik clik snap

clik clik

snap snap

clik clik clik snap

clik clik snap

RIP
RIP

CREO QUE ESTÁ FUNCIONANDO. SOLO TIENES QUE VOLVER...

DIOS... NO.

¡SIGUE SALIENDO!

ES MUCHA...

SANGRA DEMASIADO.

NO PUEDO... PARARLO.

ÉL ESTÁ MURIENDO.

x2

¿POR QUÉ NO LO SALVAS? COMO LO HICISTE EN T.V.

SI, YO LO VI.

YO, TAMBIÉN.

VAMOS DOWNING HAZ ALGO.

MÍRALO.

¿JIM...?

...TAMBIÉN TE VI...

...VI LO QUE HICISTE.

ERES SU ÚNICA OPORTUNIDAD. YO MÁS NO PUEDO HACER Y LA AMBULANCIA NO LLEGARA A TIEMPO.

POR FAVOR-- POR-- EL BUEN DIOS-- TIENES QUE HACER ALGO.

NO.

QUE SE VAYA A LA MIERDA.

THE AFTERLIFE

McFarlane Companies' News and Information

afterlife@mcfarlane.com
P.O. Box 12230
Tempe, AZ 85284-0038

Spawn: Origins Book 3 *cover by Greg Capullo (detail)*

***Haunt* TPB Vol. 2!**

Valentine's Day is officially over, and while your enthusiasm for all things romantic will probably go dormant until next February 14th, we hope you find it in your heart to rekindle your passion with *Haunt*! *Haunt* Volume 2 went on sale February 9th, and includes issues 6-12. They say there's someone out there for everybody, and in this case, two somebody's for one person.

***Spawn: Origins* Book 3!**

For comic book junkies that don't like single issues crowding up their bookcases, have no fear! *Spawn: Origins* Book 3 is currently available at your favorite retailer! Now your collection can be condensed into a stunning hardcover book, with new cover artwork from *Spawn* legend Greg Capullo. Collecting issues 26-37, *Spawn: Origins* Book 3 introduces new characters Redeemer, Curse and the Freak to the Spawn Universe, and also features a story from industry giant Alan Moore.

Spring is fast approaching, which means lots of off-season baseball hosted here in Arizona. All the best teams are rushing the field in our **MLB Elite 1**, **MLB Playmakers 2** and **MLB Cooperstown 8** series. Showing off the best players from such teams as the Yankees, Red Sox, and Cardinals, you won't want to be stuck without a starting lineup!

Feeling like you need a Spartan army or maybe a Covenant invasion force? Well, look no further! **Halo Reach Series 2** is out on shelves! Now joining Noble Team, Carter and Kat are able to defeat anything the Covenant throw at them. If they're tired of running and gunning, then equip them with a Warthog or a Ghost!

If you don't already own a copy of ***Spawn: Architects of Fear***, you're clearly missing out on one of the most beautifully illustrated books of the year. Featuring an epic tale of deceit and redemption, this long awaited one shot delivers artwork from famed French artist, Aleksi Briclot. We like to think it's his best work to date, and encapsulates Spawn in a whole new dimension!

Questions? Comments? Drop us a line @ afterlife@mcfarlane.com

TOY RELEASES IN STORES NOW

Halo Reach: Series 2
Halo Reach Vehicle (Ghost)
Halo Reach Deluxe Vehicle (Warthog)
NFL Series 25
NFL Series 19
NHL Series 27

FEBRUARY 2010 TOY RELEASES

MLB Cooperstown Series 8
Nolan Ryan - Mets
Curt Schilling - Red Sox
Willie McCovey - Giants
Carlton Fisk – White Sox
Carlton Fisk – Red Sox
Rickey Henderson - Athletics
Rickey Henderson - Yankees
Lou Gehrig – Yankees
Catfish Hunter – Yankees
(Collector Level Only)
Ozzie Smith – Cardinals
(Collector Level Only)

MLB Playmakers 2
Kevin Youkilis – Red Sox
Alex Rodriguez - Yankees
Mariano Rivera – Yankees
Roy Halladay – Phillies
Stephen Strasburg – Nationals
Johan Santana – Mets
Joe Mauer – Twins
Andre Ethier – Dodgers
Derek Jeter – Yankees
Albert Pujols – Cardinals

MLB Elite Series 1
Robinson Cano – Yankees
Matt Holliday – Cardinals
Joey Votto – Reds
Roy Halladay – Phillies
John Lackey - Red Sox
Ryan Braun - Brewers

MARCH 2010 TOY RELEASES

NBA Series 19
NBA 3-PACK Bosh, Wade, James

SPAWNING GROUND

letterspage@mcfarlane.com
P.O. Box 12230
Tempe, AZ 85284-0038

Hi everyone,

Well, as you can tell, we certainly are chugging along here at Todd McFarlane Productions. We have been working at breakneck speed to keep these books coming out regularly, and into the hands of you, the consumer. You've just concluded issue #203, and I sincerely hope you're enjoying the new turn in the story, both verbally and visually.

In this month's Spawning Ground, we wanted to feature a letter from a fan who really understood Todd's vision when he originally jumped back on board at issue #185. It's almost as if this reader was inside Todd's head as he worked through the issues leading up to the monumental #200. We appreciated that he took Todd's advice, and re-read the issues as Todd intended them to be read – like a film.

Thanks, Brian, for taking the time to work through your experience. I'm sure many fans were right there with you!

Jen Cassidy

Managing Editor

Hello Todd

I feel it is finally time to voice my opinion towards your *Spawn* career, "OH MY GOD! YOU HAVE DONE IT!"

I have been feverously following *Spawn* like a religion since 1992. Growing up with your iconic figure has been one of the most influential aspects of my life. You gave me reasons to purchase action figures and play sets to fuel my imagination as a child. Looking back on it now, you are the reason I am perusing a career in Illustration. From my early adolescence to now, almost 22, I have "grown" with your character, spiritually. I harbor countless memories of Spawn's encounters and decisions in the first 184 issues that, to this day, still leave me breathless. I can remember towards the end of 2008, you returned to *Spawn*, and the "Endgame" was going to commence. When I heard of this news, I found myself overwhelmed with anticipation. I remember skipping my morning class to make sure I had a copy of #185 in my hands the day it hit shelves in October 2008. Now, a little over two years has gone by since that day, and issues 185-199 are in my possession. This brings me to the initial statement of my letter, "YOU HAVE DONE IT."

I recall when you did the quick Endgame videos, you were describing the elements as "...Something audiences haven't seen in the previous 184 issues," and that, "the goal is to achieve a new reaction from readers that I haven't had in the past." Also, when you were holding up the variant copies of #185, you expressed the new approach as "cinematic ... with no thought bubbles, everything is real time." Well, issue 200 is sitting in front me, with the previous issues (185-199) placed in chronological order to the left of it. Prior to reading 200, I sat down for close to two hours rereading the preceding issues, as if it was a movie. From start to finish I felt the sensations of watching a gripping thriller at the cinema.

Allow me to elaborate. Issues 185-198 have had some extremely daunting events that shifted the *Spawn* universe. Each comic released after 185 was like putting a puzzle together. Instead of deducing all those events most dedicated Spawn fans are aware about, I would like fixate on the deceptive forces your "movie" presents to us, Todd, primarily the Clown. His malicious, manipulative tactics are something I haven't seen in the other 184 issues. As the "Endgame" progressed, you had me convinced Clown had the upper hand. Jim was on his side, something Al showed extreme resistance to. The sanctions of enemies were now being recruited to a new trinity of evil. Clown's progression in the film was becoming more assertive and forceful. No longer was he considered smut, not fit to reign, but an absolute ruler. With enthusiasm I say to myself, "This is it! After all these years, Clown is finally doing it. With Jim as his pawn, along with the vampires, Clown's newfound confidence creates the opportunity he has dreamed of for the entire run of the Spawn comic." However, something always perplexed me that would inevitably trick me, and to that, a toast to you Todd. The involvement of the Freak and his fleeting attempts to win over Jim, on account of Clown's behavior he was an element of my "movie" that I dismissed early on. As this "film" progressed (#199), I witnessed the prelude to the climax as these pivotal characters engaged with one another, disputing over power and lordship. Jim, Freak, Clown, and Omega Spawn were engaged in feverish combat. The climax of my "movie" and its milestone was on the horizon (#200), for I was sure of my own prediction of the outcome. However, Clown realizes something is different about Freak and attempts to impede Jim from going near him. My anticipation is paramount. I attain nostalgia as a quick flashback to the events that started it all appears on the first page. My movie advances until my own senses betray me. On pages 36 and 37, Clown and I are fooled. My heart begins to beat as fast as it did ten years ago with issue 100, for Malebolgia has returned. Jaw to the ground, heart pumping, I am unable to keep watching (turn the page). I have been deceived. "OMG ... YOU HAVE DONE IT TODD!"

As my film ends, I am in disbelief. Todd, you gave me all the clues, you alluded to so many things that I didn't see it coming. As I "watched" your film unfold, I have revisited key moments of the story. When (in issue 199) Freak says, "Because it's time to punish those who've betrayed me during my absence! And you'll be the instrument I use to destroy them!" I should have paid more attention, even in issue 193. As I read on for those two and some-odd hours, I could hear the soundtrack to the movie in my head, building up to that one moment. When (in issue 200) the panels shift to Freak's eyes, it was as if a loud drum was pulsating in my ears, each becoming more thunderous as I slowly turned the page. I can hear the resonance of a full orchestra faintly playing in the background. When I saw Malebolgia's demise ten years ago, I never would have thought he'd have a two-page spread in issue 200. I can't quite gather my thoughts or words on such a moment other than ... "He's Back!" The reprise of my soundtrack hits. We witness our beloved previous Spawn align some of Jim's thoughts. Clown has been left in the arid void. Revelations are beginning to conclude. The pace is defined. All the players are set. Credits.

I don't know how you keep doing this, Todd...

Your Forever Loyal Fan,

Brian L.

Hey Brian,

I thought I'd print your letter because it may set a record for the longest one I've ever printed in the *Spawn* comic book. So, congratulations on that one!

Here's the main reason for including it in this issue. It's not because you're one of those great fans that gets everything I do. A lot of times some of the things I have in my head don't necessarily translate on paper. However, you struck a couple of chords for me.

First, you said you went back and re-read issues 185-199, and saw we had been laying the clues leading up to some of the events in issue 200. Maybe it took a bit longer than some people would like, but they were always there.

Secondly, I have a giant curiosity that if you could write this for issues 185-200, I'd love to hear your response on our new direction post 200. If you thought 185-200 looked like a film, and read like a film, and felt like a film, then I'm telling you, 201 multiplies that cinematic feeling five fold.

Given that we're going bi-weekly, maybe you could give us your thoughts on issues 201-206. I believe we're now hitting the perfect stride for a film quality comic book. We have a lot more talking heads, and less people punching each other in the face.

I'd be curious to not only hear your opinion, but also that of anybody reading this letter right now. I eagerly await everyone's feedback!

-Todd

Hello

Wow! I just finished reading *Spawn* #201 and had to write. The last time I wrote was after reading #101, so it was time. I am one of those guys who have been collecting comics for 30 plus years and have been with *Spawn* since issue #1 without missing an issue. I must say that overall I do feel that this title has been one of the most consistent books in quality art and story that there has ever been. I truly enjoyed the dark turn that David Hine took the book and it looks like Will Carlton is doing the same. I was very impressed with the dialogue in this issue. I like a good story first, then add Szymon's art and you have what appears to be another fantastic creative team. The art was very realistic and dark, like Jae Lee meets Alex Maleev--very dark and gritty, yet very real. I am eager to see where this new direction will go and how it ties in to the events of issue #200. I hope we see more new villains as well as old favorites like Tremor. I was skeptical that Jim Downing could carry on after Al, but so far so good. Hopefully, I'll be around for another hundred issues and talk to you again after #301

Ryan H.

Marion, Iowa

Thanks for writing again! And don't wait another hundred issues for us to hear from you.

Thanks for your comments on the new creative team on #201. Here's what I think they're going to bring to the table that will be different than anything you've seen in any of the prior 200 issues. As much as there was darkness to some of the stuff David Hine did, and what the artwork looked like on his issues, it still was dealing with some of the fantastic visually more than I was comfortable with.

What you're going to find in the book as we go forward is that you're going to have people talking about big melodramatic stuff, but the people aren't going to look melodramatic most of the time. It doesn't mean you won't see Spawn in costume, or that you won't see villains or cool creatures from Hell, but I'm going to try to keep it all to a bit of a dull roar for impact sake. I want to keep the lives of Jim, Sara, and Marc as real as possible. I want to focus on the realism with the backdrop of the fantastic.

Again, as I mentioned to Brian above, now that you've had a sampling of the new direction, I'd be curious to see in a few more months if you think this direction is fitting. I think it's fitting because of the style of the artwork. If the artist is drawing realistic, the story must be more realistic. Otherwise, there will be counter productive story telling.

-Todd

NEXT ISSUE

The media storm that began in issue 201 is about to EXPLODE, as Jim's powers go viral. Meanwhile, three ancient vampires, with ties to the origin of the species, continue their preparations to test the new Hellspawn's abilities. And Sara gets her first glimpse at Jim's dark side.

*Note: Cover subject to change